

UK Patent Application

GB 2 226 500 A

(43) Date of A publication 04.07.1990

(21) Application No 8824815.8

(22) Date of filing 22.10.1988

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(51) INT CL⁵
A63F 9/00 // A63F 1/00

(52) UK CL (Edition K)
A6H H4A21

(56) Documents cited
None

(58) Field of search
UK CL (Edition J) A6H H2A2 H23C H23F H4A21
INT CL⁴ A63F

(54) Game apparatus

(57) Game apparatus capable of simulating a league championship of a sport such as football comprises a chart Fig 2 (not shown) for setting a list of fixtures, a chart Fig 1 for recording results of simulated matches, and a chart, (not shown) for indicating league position. Results are determined by random indicia selectors (such as dice) used in conjunction with reward/penalty cards. As described, each player can represent one or several teams. Each player in turn throws three dice to indicate if a goal is scored and whether to pick a referee's decision card. Tokens represent goals and the results of each match listed on a predetermined fixture list, Fig 2 (not shown) is entered on the results chart, Fig 1 (one for each team). When all the matches have been played, a league table (not shown) is completed to find the top team to receive a trophy. The dice are thrown into a box representing a football stadium.

FIG 1a									
MY TEAM		MY TEAM'S RESULTS CHART							
		SEASON							
TEAM	NAME	HOME OR AWAY	GOALS FOR	GOALS AGAINST	HOME GOALS	AWAY GOALS	POINTS TOTAL TO DATE	TEAM	NAME
NUMBER	NUMBER	OR AWAY	A	A	HOME GOALS	AWAY GOALS	HOME GOALS	NUMBER	NUMBER
1								1	
2								2	
3								3	
4								4	
5								5	
6								6	
7								7	
8								8	
9								9	
10								10	
11								11	
12								12	
13								13	
14								14	
15								15	
16								16	
17								17	
18								18	
19								19	
20								20	

At least one drawing originally filed was informal and the print reproduced here is taken from a later filed formal copy.

The claims were filed later than the filing date within the period prescribed by Rule 25(1) of the Patents Rules 1982.

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Fig 1.8
MY TEAMS RESULTS CHART

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OPPONENTS	GAME NUMBER	HOME		GOALS		WON DRAWN LOST	POINTS TOTAL TO DATE	OPPONENTS	GAME NUMBER	HOME		GOALS	WON DRAWN LOST	POINTS TOTAL TO DATE
		or AWAY	F	A	or AWAY	F	A			or AWAY	F			
V	1							V	21					
V	2							V	22					
V	3							V	23					
V	4							V	24					
V	5							V	25					
V	6							V	26					
V	7							V	27					
V	8							V	28					
V	9							V	29					
V	10							V	30					
V	11							V	31					
V	12							V	32					
V	13							V	33					
V	14							V	34					
V	15							V	35					
V	16							V	36					
V	17							V	37					
V	18							V	38					
V	19							V	39					
V	20							V	40					

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Fig 1b

COMPLETED SEASONS RESULTS

PLAYED	WON	DRAWN	F	A	GOAL DIFFERENCE	TOTAL POINTS	FINAL POSITION

NOTE: 3 POINTS AWARDED FOR A WIN,
1 POINT AWARDED FOR A DRAWN GAME

Fig 2

CLUB	1	2	3	4	5	6	7	8
MATCH	v	v	v	v	v	v	v	v
1st	(2)	1	7	6	8	(4)	(3)	(5)
2nd	3	(8)	(1)	(7)	(6)	5	4	2
3rd	(4)	(3)	2	1	7	8	(5)	(6)
4th	5	4	(8)	(2)	(1)	(7)	6	3
5th	(6)	(5)	(4)	3	2	1	8	(7)
6th	7	6	5	(8)	(3)	(2)	(1)	4
7th	(8)	(7)	(6)	(5)	4	3	2	1
8th	8	7	6	5	(4)	(3)	(2)	(1)
9th	2	(1)	(7)	(6)	(8)	4	3	5
10th	(3)	8	1	7	6	(5)	(4)	(2)
11th	4	3	(2)	(1)	(7)	(8)	5	6
12th	(5)	(4)	8	2	1	7	(6)	(3)
13th	6	5	4	(3)	(2)	(1)	(8)	7
14th	(7)	(6)	(5)	8	3	2	1	(4)

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Game Simulating League Championship

The present invention is concerned with a game simulating a league championship, such as a football league championship.

According to one aspect of the invention, there is provided game apparatus comprising a plurality of random indicia selectors, a chart for setting a list of fixtures, a set of charts for recording results of simulated matches with results determined according to use of the random indicia selectors, and a league position chart for indicating participants to be arranged in order according to the cumulative results of simulated matches.

Preferably, the game apparatus also includes a set of cards, one for each participating "team" represented in the fixture list.

Preferably, the random indicia selectors comprise three random indicia selectors (such as dice), each giving six possible selected indicia. In a preferred embodiment, a first die (hereinafter referred to as a "white die") has five faces "blank" (or no goal) and the sixth face representing a "single goal scored"; a second die (hereinafter referred to as a "red die") has four faces representing "no goal", a fifth face representing a referee's decision (hereinafter referred to as "referee's whistle" indicator); and a third die (hereinafter referred to as a "green die") like the second die.

If the "referee's whistle" indicator is randomly selected on any of the dice, a reward or penalty card is picked from the top of a pack provided and the instructions thereon are carried out. (The reward or penalty card may, for example, indicate extra throws for either the home team or the away team).

In use, a first player (representing the "home team") throws all three dice on three separate occasions; if a goal is indicated on any of the dice, the player is awarded a goal and may pick up a goal token (of which a supply is preferably provided).

The second player (representing the "away" team) throws all three dice on three separate occasions, just as for the home team.

The final score is computed by counting the number of goals scored by each side. (Counters may be provided so as to enable the participants to keep a running tally of the goals scored). Points are then allotted (for example three or two for a win, one for a draw and none for a loss), and these points entered in a results chart for each team.

Once an individual match has been played (according to a predetermined fixture list) the match result should be entered on the results chart (one for each team). The relevant game should also be "marked off" on the fixture list. This must be done after each and every match has been played.

The process is repeated for each pairing of teams indicated by the fixture list until each team has played each other team a predetermined number of times (such as once as "home" team, and once as "away" team).

After a reasonable number (such as 10 to 15) matches per team have been completed, the league table can be completed, with games played, won, drawn, lost, goals for and against, and goal difference etc. It is preferred to provide

removable name tags which can be placed in position on a ladder-type league chart, and removed and replaced in another position on the chart, at will.

When all the matches have been completed and individual team result charts and league ladders have been completed, the league ladder will identify the winner, who may be presented with a "trophy".

It should be noted that, providing each player keeps his or her team result charts up to date and marks off the matches played on the fixture list, the "championship" can be interrupted if required without the need for starting from scratch.

An example of the present invention will now be described, in which the game apparatus comprises a box (representing a football stadium, and hereinafter referred to as a football stadium), a championship trophy, a white die, a red die and a green die (as described above), 20 goal counters, one "official" fixture list, 20 team name tags, a championship ladder, a number of reward or penalty cards and a plurality of blank result charts. The reward or penalty cards may, if desired, further provide an indication of the team represented by a player.

The object of the game is to win the championship trophy, players taking part in the game representing, say, all English First Division clubs or Scottish Premier Division clubs.

Unless there is a player for each club, each player may represent several teams (for example, with four players, each might represent five teams).

After team allocation has been completed, the reward or penalty cards are shuffled and arranged face down. For each given fixture, the group of three dice is thrown three times for each player. The dice are preferably thrown in the football stadium. Each time a "goal" is scored, the relevant player picks up an appropriate goal counter and places it at "his" end of the stadium. However, if a "referee's whistle"

is indicated on any of the dice, the player must pick up a reward or penalty card (referred to subsequently as "referee's decision card") and act on the instructions given.

After both players have completed their throws of the dice (including any "bonus" throws determined by a referee's decision card), the number of goals for each player is totalled and a result determined. The result (home win, away win, or draw) is then entered on the appropriate result charts, and the fact that the fixture has been completed is marked off on the fixture list.

Examples of instructions for rewards or penalties on the referee's decision cards are as follows:

<u>Statement</u>	<u>Action required</u>	
1. A throw-in is awarded to your team. Carry on with the game	"	"
2. Foul-play by one of your team.	"	"
3. One of your players is injured.	"	"
4. One of your players is offside.	"	"
5. A free kick has been awarded to your team.	"	"
6. Floodlight failure at ground.	"	"
7. Handball decision against your team.	"	"
8. Your opponents are bringing on a sub.	"	"
9. Referee has cautioned one of your players.	"	"
10. A goal kick has been awarded to your team.	"	"
11. The linesman has signalled an offence.	"	"
12. A corner kick has been awarded to your team.	"	"

<u>Statement</u>			<u>Action required</u>		
13. A penalty has been awarded to your team.			Re-throw white dice <u>once more</u>		
14. "	"	"	"	"	"
15. "	"	"	"	"	"
16. A penalty has been awarded to your opponents.			Give card to your opponent who re-throws white dice <u>once more</u>		
17. "	"	"	"	"	"
18. One of your players has been shown the yellow card.			"	"	"
19. "	"	"	"	"	"
20. One of your players has been sent off.			Give card to your opponent who re-throws white dice <u>twice more</u>		
21. "	"	"	"	"	"

An example of a typical results chart is shown in Figure 1 of the attached drawings, and an example of a typical fixture list is shown in Figure 2 of the attached drawings (in which the circled figures represent "home" games and the uncircled figures represent "away" games).

CLAIMS:

1. Game apparatus comprising a plurality of random indicia selectors, a chart for setting a list of fixtures, a set of charts for recording results of simulated matches with results determined according to use of the random indicia selectors, and a league position chart for indicating participants to be arranged in order according to the cumulative results of simulated matches.
2. Game apparatus according to claim 1, in which there are three of said random indicia selectors each giving six possible selected indicia.
3. Game apparatus according to claim 2, in which said random indicia selectors comprise a first die having five faces blank and the sixth face representing a single goal scored; and a second and third die each having four faces representing no goal, a fifth face representing a referees's decision; and a sixth face representing a single goal scored.
4. Game apparatus according to any of claims 1 to 3, which also includes a plurality of set of cards, one set for each participating "team" represented in the fixture list.
5. Game apparatus according to any of claims 1 to 4, which further comprises a box including a representation of a football stadium.
6. Game apparatus according to any of claims 1 to 5, which further comprises a plurality of counters.

7. Game apparatus according to any of claims 1 to 6, which further comprises a plurality of removable name tags which can be placed in position on a ladder-type league chart, and selectively removed and replaced in another position on the chart.
8. Game apparatus according to claim 1 substantially as described herein.